

# CHAPTER 6: A DATE THAT WILL LIVE IN INFAMY



**A** *Date That Will Live In Infamy* is an introductory adventure for a *Golden Age* series set in Freedom City, at the dawn of America's entry into World War II. It introduces the heroes to the heroes of the day, the Liberty League, and perhaps gives them the opportunity to join that celebrated team, or even replace them if the League should fall to the forces of evil. Of course, before that happens, the characters will have to fight America's greatest heroes in order to save them!

The true villain of this adventure is Dr. Geistmann, the "Aryan Ape" and mad scientist described in **Chapter 5**. The game stats of the various members of the Liberty League from that chapter are also required to run this adventure, along with the supporting cast archetypes from **Chapter 11** of *Mutants & Masterminds*. The *Freedom City* sourcebook is recommended, but not required to run the adventure.

## HISTORY, PAST AND FUTURE

When Tomas Morgen stole an experimental Reich time machine in order to travel back and prevent the Axis from winning World War II, he intended to arrive the day before the Japanese attack on Pearl Harbor. With sufficient warning, the Americans could better weather the attack and still be inspired to join the Allied cause. Morgen could rally the legendary heroes of the Allied Nations and bring a swift end to the war, or so he hoped.

Morgen's plans went awry the moment Dr. Oberst Geistmann tried to stop him from activating the time-belt. The two men struggled, the temporal warp activated, and Morgen saw Geistmann disintegrated by the

unleashed energies before he vanished into the timestream reappearing two days later than he'd planned: December 8th, 1941, the day *after* Pearl Harbor.

Undaunted, "Thomas Morrow" (as he chose to call himself) made contact with President Roosevelt and managed to convince the President and his closest advisors that he was indeed from the future, a future where the Axis won the war. Spurred by the Japanese attack and the appearance of Dr. Tomorrow, Roosevelt asked America's superheroes to band together into the Liberty League.

Within the League, Dr. Tomorrow proposed a bold plan. The newly formed League would take the battle to the Empire of Japan, ending the war in the Pacific in a single stroke and leaving America free to come to the aid of Britain, France, and its European allies. It might well have worked, too, save for something even Dr. Tomorrow couldn't foresee.

Dr. Geistmann was in fact not killed by the unleashed energies of the time conveyor. His body was atomized, true, but his mind somehow survived as an incorporeal wraith. Cast back along the timestream, Geistmann's mind latched onto the brain of an albino African ape, an experimental subject in a Nazi laboratory. He "awakened" in the ape's body, at first convincing his "handlers" they had succeeded in their experiments to endow it with intelligence. In short order, *Herr Doktor* Geistmann convinced Wilhelm Kantor and others in the Nazi High Command that he was in fact from the future and aware of a threat to the inevitable Axis victory. Geistmann had arrived more than a year before Dr. Tomorrow, with visions from the timestream and an opportunity to prepare.

## THE TIME-TRAVEL OPTION

One option for running *A Date That Will Live in Infamy* is as a time-travel adventure for modern Freedom City heroes rather than as a Golden Age period piece. In this case, Dr. Tomorrow rounds up the heroes (individually or as an already-established team). This is the “modern” Dr. Tomorrow, in his role as Guardian of Time (see the *Freedom City* sourcebook for details).

The mysterious Time-Keepers have assigned Doc the task of preventing a “temporal incursion” in late 1941, but even the good doctor is a bit in the dark about the details. For some reason, he can’t seem to remember the events of those few days. The Time-Keepers have made it clear he is *not* to involve himself directly, which is why he needs help.

The heroes are taken back to December 21, 1941 in Dr. Tomorrow’s time-ship, and dropped off in a particular warehouse on Pier Six where the adventure begins. It’s up to the players how their heroes decide to pass themselves off. Since new costumed heroes seem to be popping out of the woodwork in Freedom City in the early 1940s, nobody will question the sudden appearance of several more, at least not right away.

The heroes need to be careful not to give away too much about the future or to change things any more than they already have been (are being?). They might want to adopt different costumes or identities for the duration of their stay in the past, so as not to give away their true nature. This is particularly true for any heroes with already active Golden Age predecessors! (“Bowman? Sorry, pal, that’s *my* name.”) Matter replicators on board Dr. Tomorrow’s time-ship can provide the heroes with new costumes, period clothing, or other disguises, as needed.

Once the heroes have put a stop to Dr. Geistmann’s plan and rescued the Liberty League, Dr. Tomorrow can return them to their own time, where they can read in the history books about the “mysterious heroes” who aided the Liberty League on that day in late December of ‘41 and probably turned the tide of the war!

Keep in mind any interactions the heroes have with the past. You can also use the time-travel option to make changes to the modern-day *Freedom City* setting, if you like. The heroes may return home to discover a few things are different than they remember, or you can simply make the changes retroactive so things have “always” been that way. It’s a good opportunity to customize *Freedom City* to suit the sort of series you want to run.

The Liberty League never made it to the Japanese islands, walking instead into a Nazi trap. Rather than killing them outright, Dr. Geistmann considered it delicious irony to use the Amerikaner heroes, particularly “Dr. Tomorrow,” as the ultimate instruments of Axis victory, *his* victory. He brainwashed the Liberty Leaguers over the course of a week before sending them back to the United States, unaware of their new loyalties.

It’s now December 21, 1941 and no one has heard from the Liberty League since they undertook their fateful mission nearly two weeks ago. The official government story is the League is on a “secret mission” (which is true), but the President fears America’s heroes have been lost less than a month after the U.S. entry into the war. Was this “Dr. Tomorrow” fellow a traitor? A Nazi secret agent, sent to lure the heroes to their doom? Of course, Roosevelt has other concerns as well: tomorrow he’ll be attending a top-secret conference to meet with British Prime Minister Winston Churchill at an undisclosed location in Freedom City, which is where our adventure begins.

## OKAY, AXIS, HERE WE COME!

Special Agent Dan Bradley of the FBI contacts the heroes, either individually or as a team. If this is your first *Golden Age* adventure and the players’ characters haven’t met before, then Agent Bradley may arrange it, making it clear it’s a matter of national security. He comes to the heroes’ headquarters (if they have one known to the public, or at least to the Feds). Otherwise, he invites them to his office, apologizing for the mess of papers and such, saying his secretary, Miss Mason, is away visiting her sick aunt and he’s own his own. (Unbeknownst to Agent Bradley, Donna Mason is actually Lady Liberty. Her “sick aunt” is the Liberty League’s first mission.) Use the Government Agent archetype (*M&M*, page 227) for Bradley, with the appropriate modifications (mainly removing the Computers skill and any modern equipment).

Agent Bradley explains that he has a number of reasons for getting in touch with the heroes. First and foremost, America needs heroes. He explains how the Liberty League headed for Japan and hasn’t been heard from since. The heroes’ assistance is needed, both to protect the nation and possibly to shore up morale on the home front. Bradley makes it clear he has no other information to offer about the Liberty League’s fate for the time being and that what he has told them must be kept in the strictest confidence.

The President has a two-part job for the heroes. The public relations part is appearing at a war-bond rally in Liberty Park, helping to “run up the flag” and give hope to people still stunned and angered by the attack on Pearl Harbor and the declarations of war. The security part is investigating suspected Axis subversion on the city’s waterfront. Agent Bradley makes it clear that it is imperative the heroes prevent any possible sabotage or smuggling operations. The particularly astute among them (Sense Motive DC 25) notice the agent is especially emphatic about this, suggesting there’s more to it than just a routine threat from fifth columnists or saboteurs.

## ON A NEED TO KNOW BASIS

What Agent Bradley *doesn’t* tell the heroes is the reason the FBI is suddenly so interested in activities in Freedom City is because it is the site of a top-secret meeting between President Roosevelt and British Prime Minister Winston Churchill!

Churchill is arriving at Lonely Point Naval Base on board the *HMS Duke of York*. He is scheduled to meet with the President before the two men make their way to Washington DC by train. Security is absolutely essential, and Bradley is under orders not to reveal the meeting to the heroes unless absolutely necessary. After all, it’s still unclear if these new long-underwear types are trustworthy, and they can’t give away what they don’t know. Of course, Dr. Geistmann—with his future insight—already knows about the meeting and has planned to take full advantage of it.

(*Historical note:* A similar meeting between FDR and Churchill actually did take place on December 22, 1941 when the Prime Minister visited the United States. In our world, Churchill arrived in Norfolk, Virginia.)

## LONE WOLVES

It’s possible even the FBI will have difficulty contacting some heroes, either because they are so mysterious or the government finds them particularly untrustworthy. These “lone wolves” may have learned about the Nazi activities at Pier Six all on their own through investigation and connections on the streets. They can show up for the spysmashing party at the same time as the other heroes, allowing them to meet up and perhaps earn the government’s trust (or at least that of their fellow heroes). While the G-men would be cautious about trusting masked vigilantes under normal circumstances, these are troubled times. America can use all the heroes it can get, even if they do wear black and work in the shadows.

## PIER SIX BRAWL

The action begins on the Freedom City docks, Pier Six in particular, just after midnight. A casual glance from a safe distance reveals nothing out of the ordinary, just longshoremen unloading a ship and moving the cargo to a nearby warehouse. When the heroes decide to move in for a closer look, they can approach openly or stealthily. If they opt for the former, they know there's something wrong immediately, as the "longshoremen" all start yelling in German and draw guns.

There are two Nazi agents for every hero present. Half are genuine German spies (use the Terrorist archetype on 229 of *M&M*) armed with .32 Walther PPK semi-automatic pistols and German "potato masher" grenades. The rest are just hired thugs and fifth columnists (use the Thug archetype on page 229 of *M&M*) armed with 9mm MP-40 "Schmeisser" light submachine guns.

To successfully sneak up on the subversives, each player must make an opposed Stealth skill check. You can assume the bad guys take 10 on their (untrained) Notice check for an average Difficulty Class of 11. You should naturally reward any especially clever plan for getting the drop on these suspicious characters, perhaps by providing the players with an extra hero point.

Sooner or later, the heroes overhear the supposed "longshoremen" conversing in German or catch a glimpse of the Kraut guns they're packing. If they get the drop on the fascists, the heroes naturally benefit from a surprise round when combat begins (see **Surprise**, page 153 of *M&M*).

The warehouse is full of wooden crates (Toughness 8), good for at least partial concealment, and the enemy agents are smart enough to take advantage of them. They attempt to make a fighting retreat back to the freighter to make it out to sea before the authorities can intercept them. Of course, a sharp hero can make short work of that plan by smashing up the (Toughness 3) gangplank. A more powerful (or dense) hero could also sink the freighter, but the government's bound to frown on such wanton destruction without good cause. *Somebody* will get stuck putting out the blazing hulk and raising it to unblock access to the pier, after all. Still, if you want to liven up the fight, you can have the ship pull away from the dock, giving the heroes the opportunity to stop it.

## V FOR VICTORY

In the most likely outcome, the good guys win and the bad guys are in FBI custody on their way to a military tribunal. Ambulances and doctors arrive for those who need them. Award the players a hero point for their success, plus any bonus hero points for clever roleplaying.

The FBI allows the heroes to question any captured infiltrators, so long as they don't cross any lines. Special Agent Bradley is on-hand to listen for anything useful. Unfortunately for the good guys, the fascists don't know much. They appropriated the freighter in South America and secretly loaded some additional cargo during a mid-ocean rendezvous with a U-boat. Their orders were to leave the crates in the warehouse for "future operations," then return to South America to await new orders.

Looking for the items the Nazis off-loaded (whether they're still there or not) is a needle-and-haystack deal. The Krauts can be browbeaten into helping (Intimidate check), but they followed their orders to the letter and

scattered the crates amongst the legitimate cargos in the warehouse. Neither they nor the ship's phony manifest are of any assistance.

Before the players decide to buckle down and take 20 (and all night) to search the warehouse, the piercing wails of air-raid sirens echo through the night. Go on to **Look! Up in the Sky!**

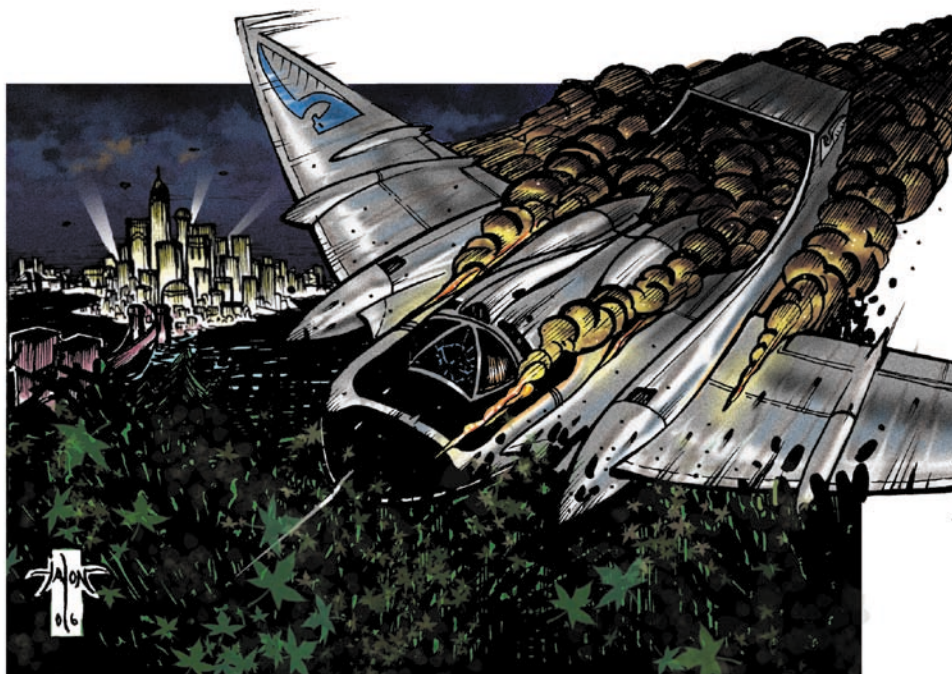
If the heroes somehow manage to lose to the Nazis, the good news is they suffer no lasting harm other than to their egos, and they get a hero point for the setback. They wake up an hour or two after being knocked out, with everything of interest gone, including the Kraut agents, their mysterious cargo, and the ship they came in on. As the bewildered heroes try and get their bearings, go on to the next scene.

## LOOK! UP IN THE SKY!

Agent Bradley notes, "There's no air-raid drill scheduled for tonight!" Then the FBI agent rushes outside to see what's going on. Outside the warehouse, a quick glance at the night sky shows the reason for all the air-raid sirens. Searchlights sweep in all directions, but even without their aid, a large flaming object can be seen streaking toward Freedom City! For a moment it seems as though it will take out the tops off the tallest buildings, but it manages to clear them, headed west toward Wharton Forest.

A DC 15 Notice check reveals the skies are otherwise empty, though all the trappings of a full-blown air raid drill continue: searchlights, sirens, nervous helmeted air-raid marshals, and a city-wide blackout. Flying heroes may go aloft to confirm that Nazi bombers are not about to attack, but without an IFF (Identification Friend or Foe) system, they are bound to draw some anti-aircraft fire from nervous ground crews. It's just for in-game effect, though, to remind the players of how panicky the city (and country) is at this bleak time.

A huge flaming object crashing near their home city should be enough for most heroes to want to investigate. If they don't head off immediately, it isn't long before the stern-faced G-Men (who've secured the warehouse) and insistent air-raid marshals begin asking when exactly the costumed types are going to go and see what it is. When the players take the hint, move on to **Fallen Eagle**.



## FALLEN EAGLE

The heroes have no problem tracing the fallen object to its crash site. Just heading in the same general direction reveals a pillar of smoke rising from the Wharton Forest and obscuring the stars. The attached column of fire and downed treetops lead them the rest of the way.

At first glance, it appears to be a crashed airliner or medium bomber, but it's hard to be sure with the flames all around. Putting the fire out is likely the next priority, just requiring the right powers (Air, Fire, Water, or Weather Control, for example) to counter the blaze (DC 13 power check). Give any other plans or power stunts the players come up with an equally reasonable chance of success. Otherwise, the heroes either have to brave the flames and go in (resisting +3 fire damage each round), or wait for the plane's fuel tanks to explode, and what kind of heroes would that make them? Award a hero point to any player whose hero leaps into action, heedless of the danger.

Once inside the wreck, the heroes discover the passenger compartment remarkably intact. Anyone trained in the Pilot skill can tell it's not configured like any sort of aircraft cockpit they've seen. Five unconscious costumed passengers are strapped into their seats. It's too difficult to see through the smoke and fire to recognize anyone inside the wrecked compartment, and inadvisable for the heroes to linger and make Notice checks.

Use the impending explosion of the plane's fuel tanks to lend dramatic tension as the heroes struggle to get the unconscious passengers out in time. You can provide additional tension with jammed safety harnesses, having part of the plane collapse, cutting off their escape, a stuck hatch, and so forth. Award each of the heroes a hero point when they get everyone out, having the wreckage explode afterward for dramatic effect.

## THAT'S OUR STORY...

Once the heroes have gotten the unconscious people clear of the burning wreckage, they immediately recognize them: some of the missing members of the Liberty League! Specifically, Bowman and his junior partner Arrow, Envoy, Freedom Eagle, and Lady Liberty, who all begin to regain consciousness shortly after their rescue. See **Chapter 5** for details and game information on the Liberty League. The Leaguers are grateful for their rescue and happy to talk to the heroes. They all tell the same remarkable story.

Once they reached the Japanese-controlled area of the Pacific, they found the Imperial Navy a much more formidable foe than anticipated, so much so they never even got close to Tokyo. They did, however, pick up some valuable intelligence on the deployment of the Japanese forces, and decided to try to return home with the information (which has now, alas, been lost in the destruction of the Steel Eagle). Lady Liberty tearfully explains how Johnny Rocket was lost in the initial battle, gunned down by a Japanese Zero, and how Centurion and Dr. Tomorrow valiantly sacrificed themselves to give the others the opportunity to escape.

Due to the Japanese ships and planes close on their tail, the League was forced to maintain radio silence and come back the long way, across the Indian Ocean and Africa. Still, a lucky shot from a German U-boat's deck gun brought them down just before they reached Freedom City. It was only Freedom Eagle's skill as a pilot that kept them alive.

The inevitable Sense Motive checks by the more suspicious players to evaluate all this (DC 20) indicate the Liberty League's story is just a little too pat. All the details hold up and there are no inconsistencies, but there's just something not right about all of it. The heroes can't pick out any specific falsehoods, but their gut instinct says the whole thing just doesn't ring true.

If a player wants to make a Sense Motive check to detect undue influence, make the check secretly and tell the player it's unclear (since Dr. Geistmann's brainwashing is a plot device). This should heighten concerns and the heroes may conclude the Liberty League—the nation's greatest heroes—is deliberately lying to them!

The League members won't consent to any sort of superpowered scrutiny (like Mind Reading), and in fact resent any implication that it's necessary. Who are the heroes to question *their* motives and loyalty, after all? Covert attempts (in addition to being less than heroic) turn up nothing definitive due to the plot device nature of the brainwashing technique.

Before things get too heated between the two groups (or the scene starts to drag), the Freedom City Police and Fire Departments, freed from the now-cancelled air raid alert, arrive on the scene. If the characters couldn't, the professionals see to the medical needs of the Liberty League (as well as any injured rescuers), and give the team a hero's welcome once they realize the heroes have returned home to a city in dire need of some good news. The player characters suddenly find themselves playing second fiddle, and that's as good a time as any for them to exit, stage left.

## UP IN SMOKE

The heroes' most likely destinations after leaving the crash-site are home to rest or back to the warehouse to investigate further. The former gets them some much-needed sleep (and the opportunity to recover from damage, if necessary), while the latter leads only to more questions. Back at the pier, the heroes find the Fire Department, having failed to prevent the warehouse from burning to the ground.

Poking around the scene turns up an ambulance crew tending a handful of battered but conscious G-Men. If questioned, the agents recount how they were left to watch over the crime scene while their colleagues whisked the German smugglers off to jail. Not long afterwards, they were knocked unconscious by unknown assailants, and awoke to find the warehouse ablaze.

There's not much for the characters to do then but wait until the firemen finish their work, or try and assist them with it. Once the fire is out, there are still some clues to be found. First, a Search check (DC 20) locates the source of the blaze, and an Investigate check (DC 26) confirms the fire was set deliberately. The destruction of the warehouse was no accident.

Though the players won't know it until later, Dr. Geistmann and the "dead" members of the Liberty League came ashore in the confusion sown by the crash of the Steel Eagle. Finding the G-Men there instead of the German agents Geistmann expected, the Leaguers knocked out the Feds and the Nazi mastermind burned down the warehouse to cover his tracks after removing the crates with the parts he needed.

## LIBERTY BOND BATTLE

After the eventful night gives way to morning, the heroes awake to find the newspapers and radio abuzz with news of the Liberty League's return, with the reports only making vague mention of the "other costumed heroes" involved in their rescue, and the events at the warehouse buried below the fold. If the characters elected to remain at the warehouse and didn't investigate the crash, assume the Freedom City police and firemen managed to "rescue" the Liberty League (ensuring *no* mention of the player characters in the news).

At the war-bond rally later that day, as the heroes find themselves the opening act at an event they were supposed to headline, a spot now occupied by the Liberty League. Sadly, the only thing that could

make matters worse would be for the heroes to skip the event entirely, so despite any injury to their pride the characters are left with little choice but to put on happy faces and do their patriotic duty. To make matters more difficult, they have to either come off as heroic in light of the Liberty League's tremendous sacrifice and dramatic return, or seem charming and funny at a rally headlined by Bob Hope, Frances Langford, and Jerry Colonna.

Still, if the characters try to do more than shout "Buy Bonds!" and get offstage, let them. On the Interaction Table, the crowd is Indifferent to the heroes. From that starting point they can try to inspire the audience with a patriotic speech (Diplomacy), tell a few jokes (Bluff or Perform), or show off their super-abilities (Perform). Play out the introduction as long as you like. Based on the results, it may salve the heroes' bruised egos or make them feel even more like also-rans.

They may feel that way regardless, once the Liberty League makes its entrance in a new Steel Eagle (it's a spare Freedom Eagle had to replace the one that crashed the night before, in case you're wondering). When the amazing craft sets down next to the stage and the League disembarks, the crowd gives them a tumultuous welcome that almost drowns out announcer Bill Goodwin's introduction. The player characters are all but forgotten as Lady Liberty takes center stage and the microphone.

## BETRAYED!

"Thank you all for coming," the star-spangled heroine says with a broad smile, "and for all the money you have helped to raise!" She gestures toward the barrel literally stuffed with money from war-bond sales as the audience applauds and cheers. "Wealth that will serve the cause of the Third Reich well! *Heil Hitler!*"

A stunned silence falls over the horrified crowd as the other members of the Liberty League return the Nazi salute. Envoy grabs the barrel of money and the Leaguers try to make good their escape before the shocked audience can recover their wits.

## NOT SO FAST!

It's pretty much up to the heroes to stop the brainwashed Liberty League: even once the nearby cops and soldier-boys realize what's happening, they're absolutely no match for them, and the League can wade right through them to reach the Steel Eagle.

The Leaguers are willing, indeed eager, to fight, since robbing the rally is just a cover anyway. Their real purpose is to provide a distraction and keep the player characters and the authorities occupied. Make a secret Sense Motive check for the heroes (DC 20) to notice their opponents don't really seem to be trying to make a quick getaway, although they can't tell exactly why. The Leaguers loudly proclaim how they will demonstrate the inferiority of the "soft Americans" by defeating them in public for all to see.

Run the fight; keeping in mind the brainwashed heroes don't really use any teamwork or cooperation. They also don't use lethal force, since they're still subconsciously fighting the Nazi conditioning. This may be a clue of sorts to the players.

Feel free to remind the players during the battle that, however distasteful or shocking the Liberty League's betrayal may be, it doesn't justify sinking "to their level," especially if the heroes have reason to suspect the Leaguers are not acting of their own free wills. Lethal attacks or tactics aren't warranted and true Golden Age heroes shouldn't use them.

## LIBERATING THE LEAGUE

It possible (even likely) the players will figure the Liberty Leaguers are not in their right minds. They may attempt to overcome Dr. Geistmann's brainwashing and get the heroes to start thinking like themselves again, appealing to their true natures to stop and realize what they are doing.

It takes an interaction (Bluff or Diplomacy) skill check with a DC of 25 to accomplish this, the same as shifting an unfriendly character's attitude to friendly. Technically, the brainwashed heroes are hostile to all "enemies of the Reich," but they've been struggling against the conditioning. The characters can give them the extra help they need to overcome it. At your discretion, a use of Intimidate may also work if phrased properly.

Mental powers like Mind Reading might also work, as well as a Nullify affecting mental powers, but you might want to require extra effort for the attempt to succeed since interaction isn't required. The Difficulty Class for these attempts is also 25.

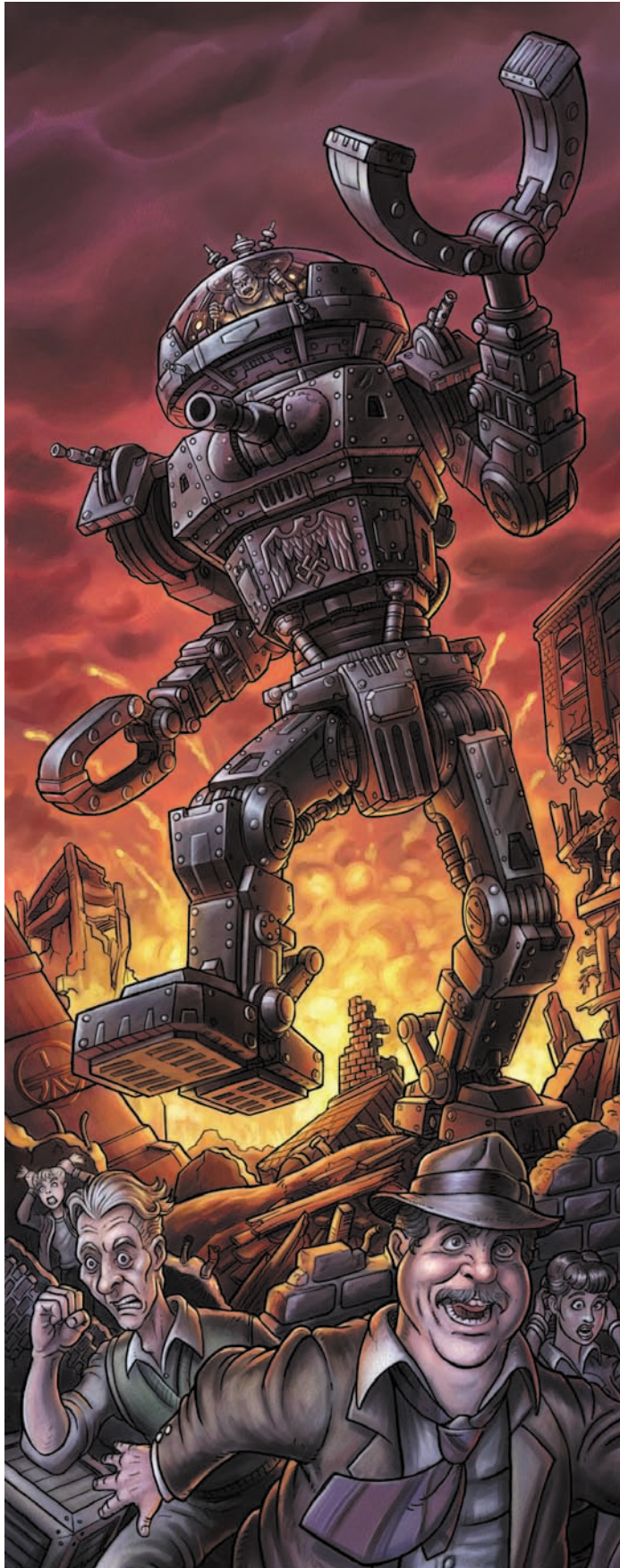
A Liberty Leaguer freed from the brainwashing passes out from the terrible mental strain. They're fine once they recover, but they're basically out of action for the rest of the adventure, meaning the player characters have to handle things on their own without any help. The brainwashing may have more serious aftereffects if you're looking to limit the Liberty League's role in the series (see **The Not-So Happy Ending** for more on this).

## WITH FRIENDS LIKE THESE...

As soon as the heroes have overcome the rogue members of the Liberty League, Agent Bradley comes running up to them. "We need your help!" he says. "There's a Nazi war-machine walking down Monument Street!" Before the heroes rush off to stop it, Bradley takes them aside and tells them an even more serious concern: not only are the supposedly-dead members of the Liberty League aiding the giant Nazi robot, but it has abducted President Roosevelt and Prime Minister Churchill! Needless to say, there's no time to waste!

## THE EISENMECH

Never one for subtlety (in the tradition of the finest Nazi masterminds), Dr. Geistmann's giant war-machine has grabbed the American and British leaders, brushing aside soldiers and G-Men like ants. He plans



to rendezvous with a U-boat waiting off the coast while the remaining Liberty Leaguers run interference (and take the blame). The *Eisenmech* clanks and lumbers down the street, overturning the occasional car, as people scatter and run for cover. The only thing stranger than the sight of the giant German war-machine is that of the albino ape visible inside its head, driving it!

Like their erstwhile teammates, the brainwashed Leaguers react robotically, using neither teamwork nor innovative tactics against the heroes. They focus on keeping the characters away from the *Eisenmech*, heedless of their own safety. The same guidelines from **Betrayed!** apply to this conflict: the heroes should exercise restraint against their opponents, and may attempt to free them from the effects of the Nazi ape's brainwashing. See **Chapter 5** for details and game information on the members of the Liberty League and Dr. Geistmann. The Aryan ape's *Eisenmech* is detailed here.

The President and Prime Minister are held captive in a cargo-hold in the robot's barrel chest. Feel free to remind the players any attacks on the *Eisenmech* risk harming the prisoners; the heroes should take great care in disabling it! Someone able to get past the Liberty Leaguers and the *Eisenmech*'s weapons may be able to smash through the canopy (Toughness 8) and grab Dr. Geistmann, although the Nazi scientist is not without defenses of his own (see his stats in **Chapter 5**).

Geistmann focuses on escaping while the three Liberty Leaguers run interference. If the fight proves too difficult for the heroes, you can provide them with some aid in the form of one or more of the Liberty League members from the previous encounter (who have no shaken off the brainwashing) or Agent Bradley and a squad of G-Men.

## EISENMECH

## POWER LEVEL 10 (CONSTRUCT)

STR	DEX	CON	INT	WIS	CHA
+13	+0	—	—	—	—
36	10	—	—	—	—

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12	—	+0	—

**Powers:** **Blast 6** (machine guns, Autofire, Cone Area, Touch Range, Alternate Power: **Blast 9** [cannon]), **Growth 8** (huge, +16 Str, +4 Tou, Permanent, Innate), **Immunity 30** (Fortitude), **Leaping 3** (x10 distance), **Protection 8** (Impervious)

**Combat:** Attack +7 (includes -2 size), Grapple +28, Damage +13 (unarmed), +9 (blast), Defense +7 (includes -2 size), Knockback -18, Initiative +0

**Note:** Make a normal attack roll for the *Eisenmech*'s machine guns in autofire mode and apply the result (and any autofire damage bonus) to all targets in the guns' cone area of effect.

**Abilities -30 + Skills 0 + Feats 0 + Powers 93 + Combat 36 + Saves 0 = Total 99**

## ALL'S WELL...

Ideally, the heroes rescue the President and Prime Minister and free the Liberty Leaguers from the sinister Nazi brainwashing. Dr. Geistmann either escapes or appears to perish in the destruction of the *Eisenmech*. You can have it explode spectacularly after the hostages are saved, for example, having a bystander (even Roosevelt or Churchill) declare, "No one could have survived that!"

## THE NOT-SO HAPPY ENDING

If things *don't* go well or you want to thin the ranks of Golden Age Freedom City's heroes, then it's possible this adventure may be the last for some (if not all) of the present members of the Liberty League. The simplest option is for the Nazi brainwashing to cause serious and permanent injury: the heroes who manage to resist it die or are left comatose or brain-dead (depending on how gruesome you want to get). Alternately, some of the freed Leaguers might decide to quietly retire, since it's unclear if they can ever truly be trusted again. It becomes up to the player characters to replace (and perhaps avenge) the fallen heroes, carrying on the fight.

If the heroes manage to get President Roosevelt or Prime Minister Churchill killed (difficult given the default assumption of non-lethal damage in *M&M* and the Golden Age era, but still possible), you can either let the chips fall where they may, creating an alternate history for your series, or come up with a plausible explanation that salvages the situation. Perhaps the dead VIP(s) are not the genuine article, but decoys (disguised G-Men, shapeshifters, robots, super-spies, etc.) intended to lure Axis agents away from the *real* top-secret meeting. Codename Kilroy from **Chapter 5** could be impersonating a threatened leader. Either man could be wearing a super-science "bulletproof vest" or similar protection that stops the otherwise fatal blow, and so forth. Maybe the men are not in the *Eisenmech* but have already been spirited away by Geistmann's agents while he provides a distraction, giving the heroes another chance to stage a rescue.

If all else fails, there's always the possibility of Dr. Tomorrow's future-self intervening to prevent an otherwise disastrous event from occurring. Try to avoid such a *deus ex machina*, if you can, but it's an ace-in-the-hole if you need it. How do the Time-Keepers justify such meddling? Well, they're mysterious, you see....

If captured, the sinister simian manages to give the FBI the slip and disappears (no doubt picked up by a waiting U-boat to return to Germany). The heroes have the thanks of President Roosevelt, Prime Minister Churchill, the Liberty League, and a grateful America. An invitation to join the new Liberty League from President Roosevelt is a virtual certainty unless the heroes prefer to form their own team.

Award each hero in the adventure 1 power point if things went well. You might want to suggest the players pool these points to start getting some team equipment, particularly a headquarters (unless they're going to be joining the Liberty League and using their downtown mansion). NPC members of the team may also contribute, allowing you to "discount" the equipment as much as you see fit.

## FURTHER ADVENTURES

Although the heroes have (hopefully) saved the day, the fires of the Second World War have only been fanned. There are many more adventures in store for them. Take a look over the **Timeline** in **Chapter 5** for just a sample of the Golden Age adventures heroes can have in the wartime World of Freedom. An examination of a good historical summary of World War II can provide plenty of other ideas.

For an immediate follow-up, there's the duration of Prime Minister Churchill's stay in the United States. The President and Prime Minister

depart Freedom City the next day on a train from Greenbank bound for Washington DC. Axis assassins might target the train, and the dignitaries (and the FBI and Secret Service) have good reason to ask the heroes to come along on the trip.

Then there's Christmas at the White House, followed by Churchill's historic address to Congress supporting the war and the Anglo-American alliance. The Prime Minister makes a two-day trip by train to speak before the Canadian Parliament in Ottawa, spends New Year's Eve on a train back to Washington, and doesn't return home to England until mid-January (time enough for a New Year's crisis of some sort), and that's only in the first few weeks!

Assuming Dr. Geistmann escaped (he *did* escape, right?), the Nazi villain will swear vengeance against the heroes and return to plague them in the future (or perhaps in the past, given Zeitgeist's time-travel abilities). If you ran *A Date That Will Live in Infamy* as a time-travel adventure, Zeitgeist might interfere in the heroes' personal histories, getting Dr. Tomorrow involved in helping them to save *themselves* from never having existed.

Whatever adventures lie ahead for the heroes of the Golden Age, you can be sure they'll fight the good fight to protect liberty and freedom in the world. Have fun in the Golden Age of Freedom and keep 'em flyin', heroes!

# MUTANTS & MASTERMINDS